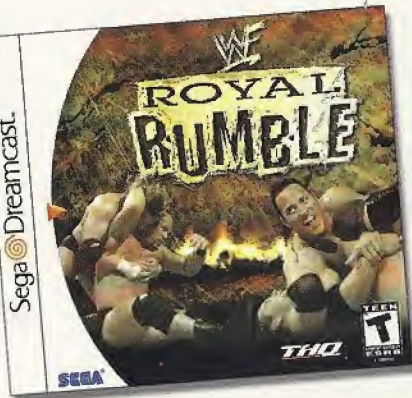


ALSO AVAILABLE  
FROM **THQ**



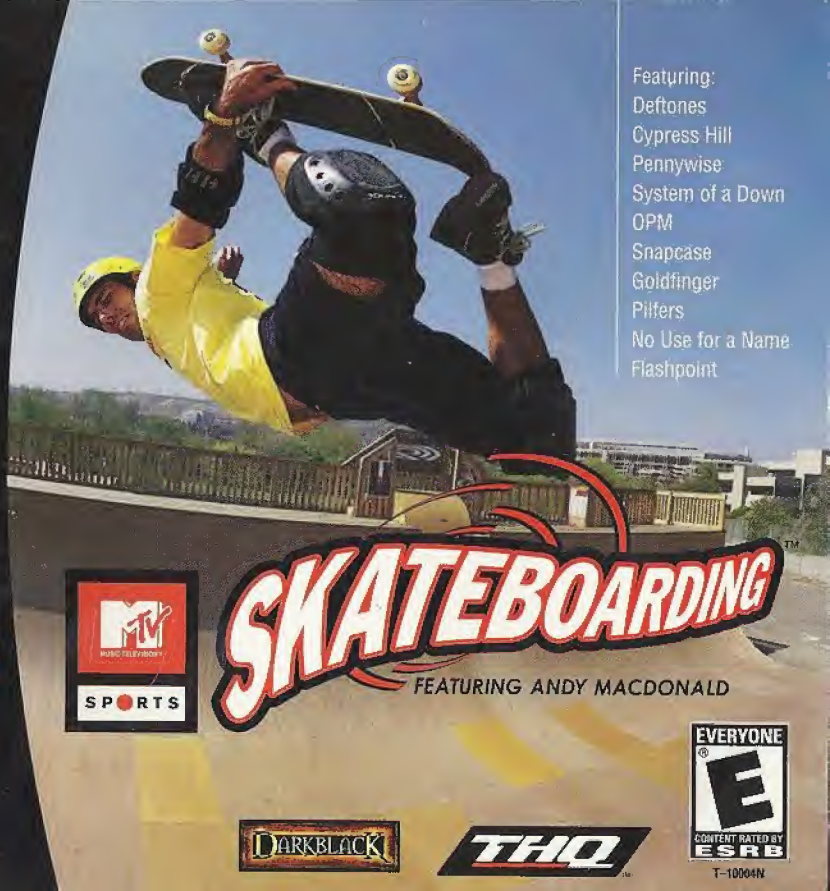
THQ INC., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301  
 © 2000 World Wrestling Federation Entertainment, Inc. World Wrestling Federation, its logo, and all other distinctive titles and names used herein are trademarks of World Wrestling Federation Entertainment, Inc. © 2000 THQ/Jaks Pacific LLC. Evil Dead: Hail to the King © 2000 THQ Inc. Evil Dead and its related characters are trademarks of Renaissance Pictures Ltd. and licensed exclusively to THQ Inc. Evil Dead 2: Dead by Dawn™ & © 2000 Canali. DA, Evil Dead 2 is a trademark of Canali. DA, Hail to the King, the Hail to the King logo, Heavy Iron Studios and the Heavy Iron Studios logo are trademarks and/or registered trademarks of THQ Inc. © 2000 THQ Inc. The THQ logo and THQ are trademarks and/or registered trademarks of THQ Inc.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA.  
**WARNING:** Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems.  
 Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,710; 5,627,895; 5,888,173; 4,442,480; 4,454,094; 4,462,076; Re. 35,839; Japanese Patent No. 2870538; (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.  
 Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

**THQ**  
www.thq.com

**SEGA**

Dreamcast™



Featuring:  
 Deftones  
 Cypress Hill  
 Pennywise  
 System of a Down  
 OPM  
 Snapcase  
 Goldfinger  
 Piffers  
 No Use for a Name  
 Flashpoint



**SKATEBOARDING**  
 FEATURING ANDY MACDONALD



T-1004N

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

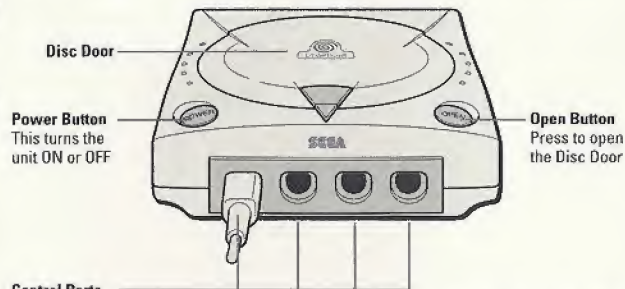
### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# Contents

|                             |    |
|-----------------------------|----|
| Getting Started             | 2  |
| Default Controls            | 3  |
| Message from Andy Macdonald | 7  |
| Main Menu                   | 8  |
| Options                     | 9  |
| Saving and Loading          | 10 |
| Single Player Modes         | 11 |
| Multiplayer Modes           | 13 |
| Playing a Game              | 15 |
| The Display                 | 16 |
| Pause Menu                  | 17 |
| High Scores                 | 17 |
| Skating Tips                | 18 |
| Beginner Tricks             | 19 |
| The Pro-Skaters             | 20 |
| The Music                   | 22 |
| The Sponsors                | 24 |
| Credits                     | 27 |
| Limited Warranty            | 28 |

# Getting Started

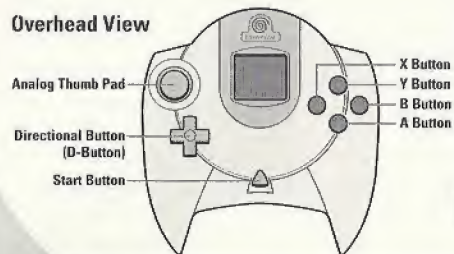


**Control Ports**  
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

*MTV SPORTS™: SKATEBOARDING™ featuring Andy Macdonald* is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game data.

# Default Controls

Overhead View



Forward View



To return to the Title screen at any time during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

**MENU SELECTIONS**

| MENU SELECTIONS                                       | ACTION                  |
|---|-------------------------|
| D Button $\uparrow/\downarrow/\leftarrow/\rightarrow$ | Choose selection        |
| A Button  | Confirm selection       |
| X Button  | Get information         |
| Y Button  | Return to previous menu |

| BUTTON/COMBO             | ON GROUND  | IN AIR               |
|--------------------------|--|----------------------|
| A Button                 | Hold to Crouch<br>Hold to Accelerate<br>Release to Ollie |                      |
| X Button                 | Hold to Accelerate                                       | Initiate Flip Trick  |
| B Button                 | Hold to Accelerate                                       | Initiate Grab Trick  |
| Y Button                 | Initiate Flatland Trick                                  | Initiate Grind Trick |
| $\uparrow$               | Release Flatland Trick                                   |                      |
| $\leftarrow/\rightarrow$ | Turn left  | Rotate left          |
| $\rightarrow/\leftarrow$ | Turn right   | Rotate right         |
| $\downarrow$             | Slow down  |                      |
| $\swarrow/\searrow$      | Sharp turn   |                      |
| R Trigger                |  | 180° rotate right    |
| L Trigger                |  | 180° rotate left     |

**FLATLAND TRICKS: D Button + Y Button = TRICK**

|                                  |  |
|----------------------------------|--|
| $\uparrow$ + Nose Wheelie        | $\uparrow$ + $\uparrow$ + Waddy Flip               |
| $\nearrow$ + Casper Slide        | $\nearrow$ + $\nearrow$ + 2-Foot Nose Wheelie      |
| $\rightarrow$ + Primo Slide      | $\rightarrow$ + $\rightarrow$ + Powerslide (right) |
| $\searrow$ + 2-Wheel Powerslide  | $\searrow$ + $\searrow$ + Kickback                 |
| $\downarrow$ + Manual Roll       | $\downarrow$ + $\downarrow$ + 1-Foot Wheelie       |
| $\swarrow$ + Wildthing           | $\swarrow$ + $\swarrow$ + Handstand                |
| $\leftarrow$ + Primo Flip        | $\leftarrow$ + $\leftarrow$ + Powerslide (left)    |
| $\nwarrow$ + 1-Foot Nose Wheelie | $\nwarrow$ + $\nwarrow$ + Handstand Fingerflip     |

**GRIND TRICKS: D Button + Y Button = TRICK (Y Button=5050 if trick is not selected)**

|                             |  |
|-----------------------------|--|
| $\uparrow$ + Nose Slide     | $\uparrow$ + $\uparrow$ + One Foot Nose Grind    |
| $\nearrow$ + K-Grind        | $\nearrow$ + $\nearrow$ + One-Footed Smith Grind |
| $\rightarrow$ + Smith Grind | $\rightarrow$ + $\rightarrow$ + Darkslide        |
| $\searrow$ + Feeble Grind   | $\searrow$ + $\searrow$ + Nose Grind             |
| $\downarrow$ + Tailslide    | $\downarrow$ + $\downarrow$ + Hurricane Grind    |
| $\swarrow$ + Bluntslide     | $\swarrow$ + $\swarrow$ + Nose Bluntslide        |
| $\leftarrow$ + Boardslide   | $\leftarrow$ + $\leftarrow$ + Crail Slide        |
| $\nwarrow$ + Salad Grind    | $\nwarrow$ + $\nwarrow$ + Five O Grind           |

**GRAB TRICKS:** D Button + B Button = TRICK (hold B Button to prolong grab)

|                  |                    |
|------------------|--------------------|
| ↑ + Stalefish    | ↑ + ↑ + Dark Air   |
| ↗ + Indy Nose    | ↗ + ↗ + Benihana   |
| → + Indy         | → + → + Airwalk    |
| ↘ + Method       | ↘ + ↘ + Christ Air |
| ↓ + Tailgrab     | ↓ + ↓ + Saran Wrap |
| ↙ + Melanchollie | ↙ + ↙ + Rocket Air |
| ← + Japan Air    | ← + ← + Varial     |
| ↖ + Mute         | ↖ + ↖ + Madonna    |

**FLIP TRICKS:** D Button + X Button = TRICK

|   |  |
|---|--|
| ↑ + Pressure Flip                         | ↑ + ↑ + Kickflip Indy (Vert)<br>Double Kick Flip     |
| ↗ + Pop Shoveit                           | ↗ + ↗ + Sal Flip (Vert)/<br>Underflip                |
| → + 360 Flip                              | → + → + McTwist (Vert)/<br>Double Heel Flip          |
| ↘ + Back-Footed Flip                      | ↘ + ↘ + 360 Underflip                                |
| ↓ + Heelflip                              | ↓ + ↓ + Casperflip                                   |
| ↙ + Impossible                            | ↙ + ↙ + Cerio (Vert)/<br>Backfoot Underflip          |
| ← + Kickflip                              | ← + ← + Frontfoot Impossible (Vert)/<br>Chopper Flip |
| ↖ + Heelflip Shoveit/<br>Underflip (Vert) | ↖ + ↖ + Hardflip                                     |

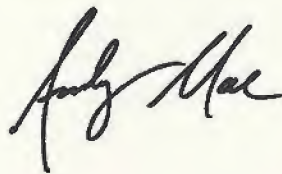
# Message from Andy Macdonald

When I was about 11 years old, I had a friend who always had the newest and coolest toys of all the guys. I'll never forget the day he called me up to come check out his new "home video game system." It was called "Pong." We spent hours bouncing a little square ball back and forth across the black and white TV screen.

Skateboarding took hold of my life soon after and I've done little gaming since – until now. A few words of caution though, before you become totally addicted: Remember that it's just a video game.

Everyone skates better in the game than in real life. It's important to remember that in real life, you don't get a reset button. It's your life. Get out there and live it.

Try skateboarding for real! It's much more challenging than any video game will ever be ... Sk-8 HRD.



# Main Menu

Use the D Button  $\leftarrow/\rightarrow$  to find a game mode or option. Press the A Button to make your selection.

**Single Player:** Find every hidden item by skating through the Single Player mode. See page 11 for more info.

**Multi Player:** Four players can play against each other. See page 13 for more information.

**Options:** Customize Music, Sound, and more! See Options on page 9.

**Game Controls:** Press  $\leftarrow/\rightarrow$  to toggle between the Default and Alternate settings for Player One. Press the A Button to confirm your selection and advance to the Player Two settings. Repeat the process until all available controller settings have been customized.

**Credits:** View the team behind *MTV SPORTS™: SKATEBOARDING™* featuring Andy Macdonald.

**Load and Save:** Access the VMU options. See Saving and Loading on page 10.

**High Scores:** View the best times and scores for each course.

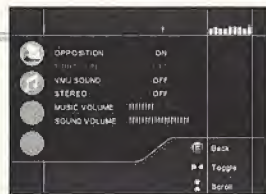


# Options

**Music Volume:** Press  $\leftarrow/\rightarrow$  to increase or decrease the music.

**Sound Volume:** Press  $\leftarrow/\rightarrow$  to increase or decrease the sound effects.

**Music Video:** Change the in-game music/video selection.



# Saving and Loading

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game data.

## SAVING A GAME

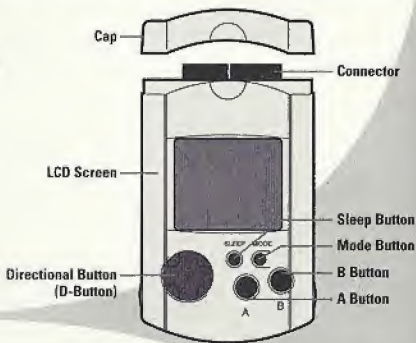
Highlight SAVE with the D Button and press the A Button to save your game. Do not remove the Visual Memory Unit while saving a game.

A message will confirm the save. Press the A Button to return to the Main Menu.

## LOADING A GAME

Highlight LOAD with the D Button and press the A Button to load a previously saved game. Do not remove the Visual Memory Unit while loading a game.

A message will confirm that your game was loaded successfully. Press the A Button to return to the Main Menu.



# Single Player Modes

## FREEPLAY

Practice extreme tricks and combos to perfect your skills for the real competition. First choose a Pro-Skater, then choose a course. With unlimited time, practice the tricks until you can pull 'em off in your sleep!



## LIFESTYLE

Take a local skater from the bottom of the rankings to the championship. Participate in local, regional and international competitions to win better gear and sponsorships.

Shred the competition and make your way to the ultimate challenge – the MTV Stadium. If you're good enough, your sponsors could give you a big "push" in the industry.

Good luck!



## HIGH SCORE

Pull off mad tricks and combos to beat the high score. You better hurry 'cuz you only have 2 minutes and 30 seconds to do it!



## MTV HUNT

Collect the MTV Icons and Skateboard fragments before time runs out. Collect them all to unlock hidden boards.



## SURVIVAL

You start with 30 seconds and gain additional time by performing trick combinations. The greater the combo, the more time you're awarded. Survive the longest to win.



## STUNT MODE

Complete a number of daredevil stunts, phat tricks and huge transfers, then make it across the finish line before time runs out!



# M Multiplayer Modes

## BATTLE

Two skaters compete head-to-head in a battle of tricks. Each player begins with 100,000 points. As you complete tricks, points are added to your score and removed from the opponent's score. When a player reaches 0 points, the game is over.



## TIME BOMB

One skater begins with a bomb. The bomb has a timer of 65 seconds. Pass the bomb off to another skater before time runs out or it's "game over." The last player with the bomb loses.





## MTV HUNT

Collect more MTV Icons than your opponent, but don't bail! The player with the most Icons when time runs out is the winner.



## DEATHMATCH

The object is to knock your opponent off his board more times than he can knock you down. Power-ups are scattered around the park to help each skater.



# Playing A Game

To begin, select a game mode from either SINGLE PLAYER or MULTIPLAYER.

## SKATER SELECT

Now choose a skater based on his or her statistics:

- **Acceleration** shows a skater's ability to gain speed from a standstill.
- **Maneuverability** determines each skater's ability to move through a course.
- **Balance** helps each character grind long rails.
- **Rotation** determines how much a skater will spin in the air.



## TRACK SELECT

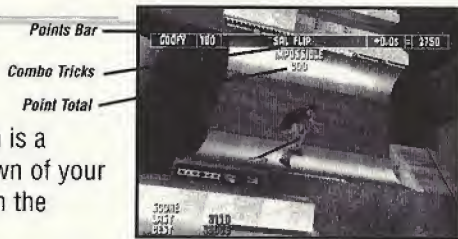
Next, select a track to skate on. In the beginning, there will only be a few tracks to choose from. As you progress through the game, more tracks will become available.



## MUSIC SELECT

While the game is loading, you can choose a music track by pressing **←/→** on the D Button. Select a song from the 10 available on the screen, or select "shuffle" for a randomly selected track.

# The Display



Along the top of the game screen is a Points Bar, showing the breakdown of your total points per trick. The items in the Points Bar are:

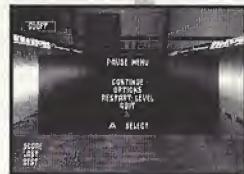
- Stance, displayed as REGULAR or GOOFY (dependent on which stance your skater normally uses).
- The degrees of your Rotation, shown for each trick. Use the L Trigger and R Trigger for greater rotation.
- The name of each Trick.
- A Timer, displaying how long you hold each trick.
- A Point Total for all the factors, added up.

Just beneath the Points Bar, your tricks for each combo will be shown in order, with a point total for that set of tricks.

Your total points and other useful information (time remaining, etc.) are shown in the bottom left corner of the display.

# Pause Menu

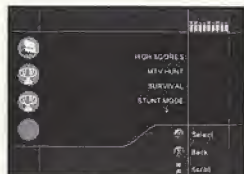
Press START to pause the game. While paused, you can change the musical selection or alter the volume controls.



- Continue:** Resume game play.
- Options:** View the in-game Option Menu (see pg. 9)
- Restart Level:** Start over from the beginning of the level.
- Quit:** Exit the game and return to the Main Menu.

# High Scores

To view the High Scores, press  $\leftarrow/\rightarrow$  on the D Button to switch tracks and  $\uparrow/\downarrow$  to toggle the scores. *MTV SPORTS™: SKATEBOARDING™*



*featuring Andy Macdonald* stores data for each track in two categories:

- Top 5 overall scores.
- Top 5 best times.

## Skating Tips

- When you begin, complete smaller tricks to gain momentum. As you pull off more tricks, you will gain more speed to propel you into the air. You will then be able to complete the more difficult tricks.
- Don't forget about the Flatland tricks! Put some Flatland combos together for big points!
- The ability to grind a rail is just as important as being able to ollie off a vert ramp. Use the rails to your advantage.
- Press the rotation buttons while in the air for more points.

## Beginner Tricks

Before you can land the big ones, you need a good understanding of the basics. If you're really serious about skating, try the following tricks. Be sure to wear protective gear at all times!

### OLLIE

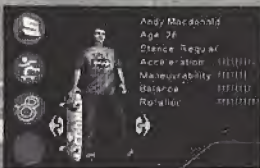
Master the Ollie first to perform other tricks. First, put your front foot on the middle of your board near the screws, with your back foot on the tail. Push down (hard) on the tail. Slide your front foot up the board just before the tail hits the ground – your board will become airborne. Keep your knees bent to land the trick.

### KICK FLIP

A Kick Flip is basically an Ollie with the board flipping over once. To do a Kick Flip, position your feet the same as for the Ollie, but with your front foot at a 45° angle away from you. Push down (hard) on the tail and slide your foot up the board at an angle, so it goes off the corner of the nose. The board will flip between your legs – catch it in mid-air when the grip shows to land the trick.

After mastering the Ollie and Kick Flip, you can begin to experiment with the Heel Flip, Varial and Pop-Shoveit tricks. Performing variations of each trick will get you on your way to becoming a pro!

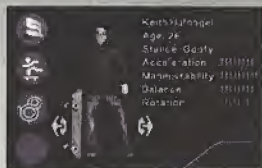
# The Pro-Skaters



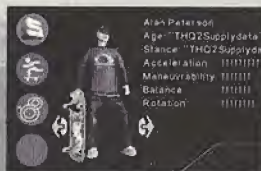
Andy Macdonald



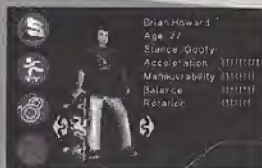
Jen O'Brien



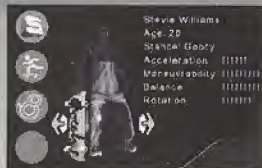
Keith Hufnagel



Alan Petersen



Brian Howard



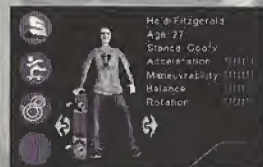
Stevie Williams



Colin McKay



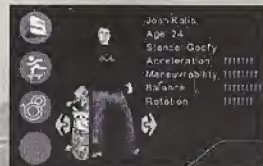
Rob Dyrdek



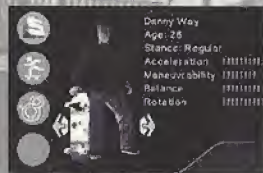
Heidi Fitzgerald



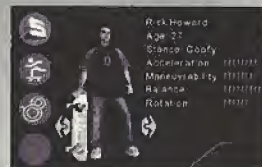
Scott Johnston



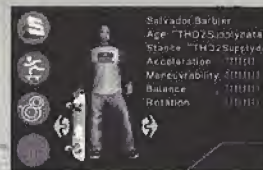
Josh Kalis



Danny Way



Rick Howard



Salvador Barbier

# The Music

## "Street Carp"

Deftones  
(Deftones)



(c) 2000 My Rib is Broke/Maverick Music/WB Music Corp. (ASCAP)

(P) 2000 Maverick Recording Company

Produced Under License From Warner Bros. Records Inc. By Arrangement With Warner Special Products

## "Rock Superstar" Radio Edit

Performed by Cypress Hill



Written by L. Freese/S. Reyes/L. Muggerrud

(p) 2000 Courtesy of Ruffhouse Records and Columbia Records. By Arrangement with Sony Music New Media Licensing

© 1999 Hits From Da Bong Music/BMG Songs, Inc. (ASCAP), Phreakas Ada Phunk Music/BMG Songs, Inc. (ASCAP) & Soul Assassins Music (ASCAP)

All Rights Reserved. Used by Permission.

## "Might Be A Dream"

Performed and Written by Pennywise

From the Album "Straight Ahead"

(p) 1999 Epitaph. © 1999 Pound Foolish (BMI)

Used by permission. All rights reserved.

www.pennywisdom.com

www.epitaph.com

## "Sugar"

From the Album "Sugar EP"

Performed by System of a Down

Written by Daron Malakian, Serj Tankian,

Shavo Odadjian and John Dolmayan

(p) 1998-1999 Courtesy of The American

Recording Company, LLC. By Arrangement with

Sony Music New Media Licensing

© 1998-1999 Sony/ATV Music Publishing LLC

## "Climbing"

From the Album "Chawaleng"

Performed and Written by Pillars

(p) 1999 Mojo/Universal Records

Under License From Universal Music Enterprises

© 1999 Pillars Publishing (BMI)

www.pillars.com

All Rights Reserved. Used by Permission

## snapcase

### "Twentieth Nervous Breakdown"

From The Album "Designs For Automation"

Performed and Written by Snapcase

(p) 1999 Victory Records

© 1999 Tiger Star Music (ASCAP)

Used by permission. All Rights Reserved

www.victoryrecords.com



### "Life Size Mirror"

From The Album "More Betterness"

Performed by No Use For A Name

Written by Tony Sly

(p) 1999 Courtesy of Fat Wreck Chords

www.fatwreck.com

© 1999 Pizza Chief Music (BMI)

Used by Permission. All Rights Reserved.

### "I'm Down"

From The Album "Stomping Ground"

Performed by Goldfinger

Written by Feldmann/Paulson

(p) 2000 Courtesy of Mojo/Universal Records

Under License from Universal Music Enterprises

© 2000 Universal-MCA Music Publishing

All Rights Reserved. Used by Permission.



### "Militant"

From the Album "On The Verge"

Performed and Written by Flashpoint

(p) 2000 Atomic Pop, LLC

© 1999 Burning Fuse Music (ASCAP)

www.flashpoint12.com

All Rights Reserved. Used by Permission



### "Heaven is a Half Pipe"

From the Album "Menace to Sobriety"

Performed and Written by OPM

(p) 2000 Produced Under License From Atlantic

Recording Corp. By Arrangement with Warner

Special Products

© 2000 Shakey Lo (ASCAP) & Mno Music (ASCAP) &

OPM Den Music (ASCAP)

www.opmden.com

All Rights Reserved. Used by Permission

# The Sponsors



24

The DC "Star" logo and "DCSHOEUSA" are trademarked worldwide and registered in the US Patent and Trademark Office by DC Shoes, Inc., Vista, California.

## HOW THE HELL DOES HE GET AWAY WITH IT?

CHECK OUT TOM'S NEW VIDEO TO FIND OUT!

**MTV'S THE TOM GREEN SHOW UNCENSORED**

**AVAILABLE WHEREVER FINE VIDEOS ARE SOLD**

**ALSO AVAILABLE**



©2000 MTV Networks/MTV: Music Television and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. All rights reserved. / SMV and Sony Music Entertainment are trademarks.

# Notes

# Credits

## THQ

Senior Producer  
Producer  
Associate Producer  
Assistant Producer  
Product Manager  
Associate Product Manager  
Directors of QA

Lead Test  
Testers

Additional Design

Special Thanks

James Boone  
David Hoffman  
Leland Mah  
Gregg Nakawatase  
Rachel Silverstein  
Greg Donovan  
Jeremy S. Barnes  
Donn W. Nauert  
Greg Manely  
Chris Collazo  
Tim Grimaud  
Shane Conley  
Aldo Rodriguez  
Scott Dunbar  
Chaille Stidham  
Brian McLeroy  
Christian Lee  
Greg Manley  
Josh Austin  
Chuck Sheffield  
Mike Carr  
Rob Floyd  
Tim Grimaud  
Chris Collazo  
Brian Farrell, Alison Locke,  
Michael Rubinelli, Peter Dille,  
Andy Macdonald, Sam Smyth,  
Barret Murphy, Doug  
Johnson, Germaine Gioia,  
Gamesonic, Brian and Chad at  
Beeline, Offner and  
Associates, Robert  
Raumeigger, Laurie, Craig  
Ganz, Leslie Brown, Kirk  
Sondal, Howard Liebeskind

## MTV

Executive Producer  
Producer  
VP Programming Enterprises  
Creative Consultants

Music Consultants

Law and Business Affairs

Marketing

Special Thanks

## DARKBLACK

Producer  
Programmers

Artists

Andy Macdonald Photo:

Patrick Byrnes  
Tony Calandra  
Lisa Silfen  
Carl Harris  
Sarah James  
Deklah Polansky  
Amy Doyle  
Kevin Mangini  
Beth Matthews  
Hillary Cohen  
Charlene Punter  
Preston Kevin Lewis  
Patricia Gormally  
Debbie Bennett, Tom  
Calderone, Tony Di Santo,  
Salli Frattini, Bob Kuspit, Judy  
McGrath, Ed Paparo, Donald  
Silvey, Van Toffler

Richard Beston  
George Williamson  
James Shaw  
Dave Mann  
Dave Gautry  
Paul Hodgson  
Rob Jimnez Owen  
Mike McTigue  
Stuart Flint  
Andy Elkerton  
Richard Beston  
Paul Atkinson  
John Gibson  
Adam Smith  
Dean Lidde

RHINO

# THQ Warranty

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **37001** Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sega of America, Inc. or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

## Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

## Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,885; 5,668,173; 4,442,408; 4,454,594; 4,462,076; No. 35,839; Japanese Patent No. 2870538; (Patents pending in U.S. and other countries); Canada Patent No. 1,163,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94126.

**SEGA**<sup>®</sup>